SNS-BL-USA

BLAZEON™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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THE BIO-CYBORG CHALLENG...

It All Began...

... when Earth launched a united space force, the Imper... Earth Army, beyond the solar system. Eventually, this army formed a powerful dictatorship that used Bio-Cyborg machines to dominate and oppress society. But recently a group of freedom fighters broke loose and developed a method of capturing and controlling the Bio-Cyborgs. Now a battle for control of all humankind is blazing in space.

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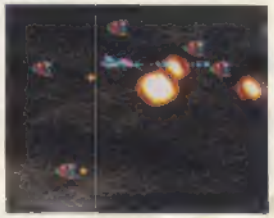
THE BATTLE PLAN

You will have to fight your way through five Bio-Cyborg crowded stages to free Earth from its oppression. In each stage a middle boss and final boss await you—they must be defeated before you can move on. You have to work through the stages in order, one through five.

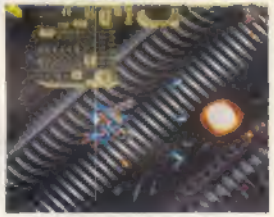
NO POWER-UPS

When you are flying the Garland, you will not gain or lose power. To obtain special abilities, you must take control of a Bio-Cyborg unit. This is why you will not find any power-up items in BLAZEON.



CHOOSE YOUR CYBORG

The Freedom Fighters have learned how to HIJACK seven different kinds of Bio-Cyborgs. The fire-power of these machines varies depending on whether you are fighting with Normal Shots or the Bio-Cyborg's Special Attack.



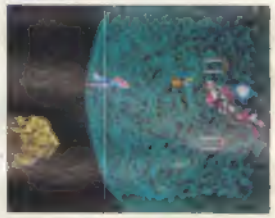
The more enemy units you can destroy, the higher your score and the closer you get to eliminating the Imperial Army. Use Bio-Cyborgs against each other whenever possible.

FREEDOM FIGHTER WEAPONRY

The Garland is a small, harmless-looking spaceship. You get three Garland units. If you receive damage when you are in just the Garland, you lose one unit. The weapons available to you in the Garland are Normal Shot, to destroy an enemy, and Tranquilander, to control an enemy.

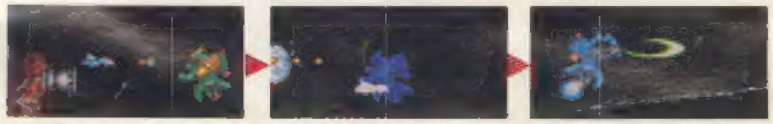
TRANQUILANDER

To use the Tranquilander, you must be in just the Garland. Aim the Garland at an enemy with your Control Pad. Push the A or B Button to fire the Tranquilander at a Bio-Cyborg and stun it. Then take it over.



HIJACKING A BIO-CYBORG

You may need to fire the Tranquilander at an enemy several times before it freezes. Once it is stunned, move the Garland onto the Bio-Cyborg. The Garland disappears inside the enemy, and you are now in control.



BIO-CYBORG FORCES

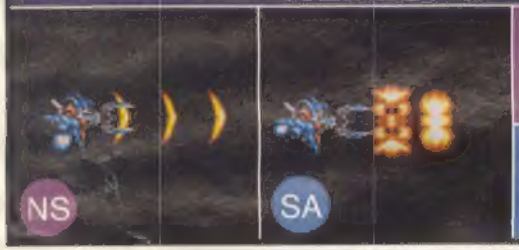
The Garland is a recent development and not yet perfect—there are some Bio-Cyborgs you won't be able to control. Listed below are the seven units you can hijack, and where you will find them. Since you can't power-up the Garland, you will need to take over Bio-Cyborgs to get through difficult situations and defeat tough enemies.

BARON

NS
NORMAL SHOT
SONIC GUN

SA
SPECIAL ATTACK
DIFFUSING BOMB

NEPTUNE



NS
NORMAL SHOT
WIDE LAZER

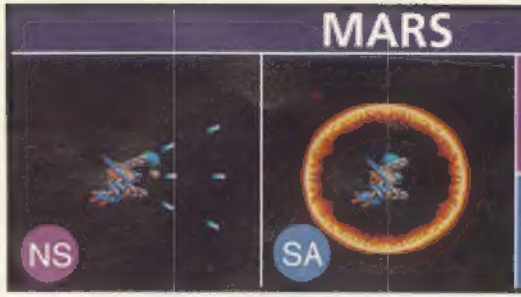
SA
SPECIAL ATTACK
HYPER BOMB

ODYSSEY

NS
NORMAL SHOT
FUNNEL

SA
SPECIAL ATTACK
—

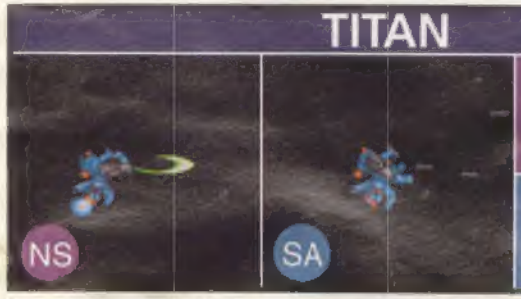
MARS



NS
NORMAL SHOT
MEGA CANNON

SA
SPECIAL ATTACK
ATOMIC SHIELD

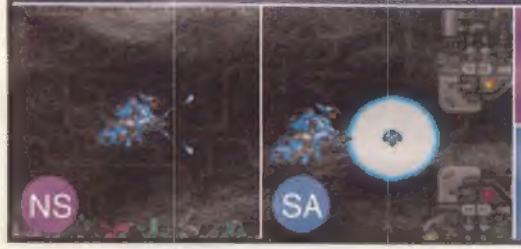
TITAN



NS
NORMAL SHOT
SLICE LAZER

SA
SPECIAL ATTACK
HOMING MISSILE

HYPER D



NS
NORMAL SHOT
BEAM GUN

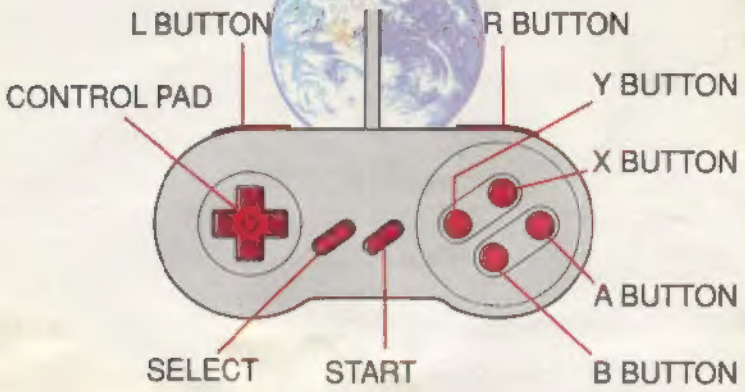
SA
SPECIAL ATTACK
VERTICAL SHIELD

SHADOW BLADE

NS
NORMAL SHOT
TWIN CANNON

SA
SPECIAL ATTACK
DIMENSION FIELD

THE CONTROLLER



✗ CONTROL PAD •• Use the Control Pad to move the Garland or your Cyborg in eight different directions.

✗ START •••••••••••••• Press Start at the Title Screen to begin BLAZEON, or to pause during play.

✗ SELECT •••••••••••• Push Select to scroll through the three play levels on the Title Screen.

✗ A & B BUTTON •• When you are in the Garland, push A or B to fire the Tranquilander. In a Bio-Cyborg, press A or B to use the Special Attack (if your Cyborg has a Special Attack).

✗ X BUTTON •••••••• To fire Normal Shots continuously, hold down the X Button.

✗ L & R BUTTON••• The L and R Buttons are not used in Blazeon.

BEGINNING

BLAZEON is for one player only. At the Title Screen, push the Select Button to scroll through the three levels: Normal, Hard, and Easy. When the level you want is on the screen, push Start to begin playing.

GAME SCREEN

Below is the usual Game Screen. When you are controlling a Bio-Cyborg, the number of Special Attacks it can make will appear. When a Boss approaches, his point value is displayed.

CONTINUE

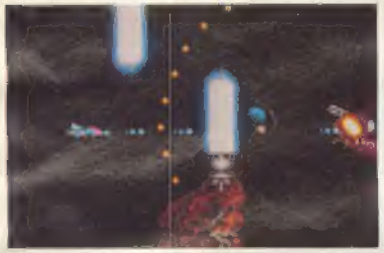
Once you lose three Garlands, the game is over. The Continue Screen appears. To Continue, push Start before the numbers count down to 0 (zero). You will be put back at the beginning of your last stage in the Garland.

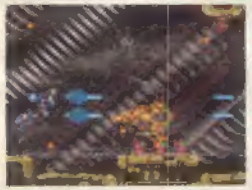
THE STAGES

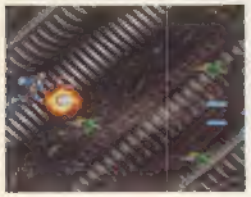
The Imperial Earth Army has arranged five stages of defense in an effort to prevent Freedom Fighters from reaching Headquarters. Dozens of Bio-Cyborgs have been posted on each stage, and many traps block your path. Following are brief descriptions of the stages.

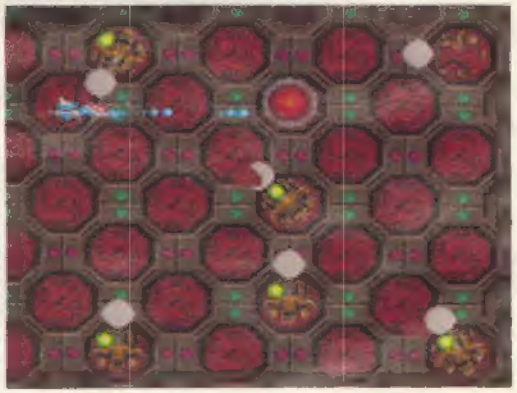
STAGE 1: BASE GITSUALL

Your goal on this first stage is to move forward until you reach the dock. Carefully enter the docking bay without hitting the walls. To defeat the boss, fire constantly.









SCORE SCREEN

After you successfully pass a stage, the Score Screen will appear. **Your score is found** by adding up the Boss Points, Shoot Down Points, and Perfect Points. **After a few moments,** you will move to the next stage.

BOSS+SHOOT DOWN+PERFECT

BOSS POINT

When a boss appears, its point value will be displayed on the screen. As time passes, this value decreases until you defeat the boss. Whatever number is showing when you win is how many boss points you earn.

SHOOT DOWN POINT

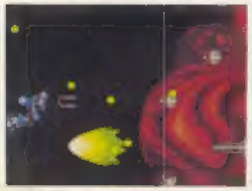
The Shoot Down Points are found by comparing the number of enemies you destroyed to the total number of enemies there were on that stage. So shoot down as many as possible.

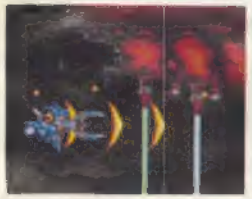
PERFECT POINT

If you can defeat all of the enemies in a stage, you earn a bonus called Perfect Points. Perfection is hard to achieve, but worth the effort.

STAGE 2: CYBORG BATTLESHIP GUANOLS

On this stage, which is in space, you will be facing new types of Bio-Cyborgs. Experiment with controlling them. As you near the Battleship, you will be caught in heavy fighting.



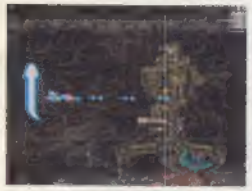


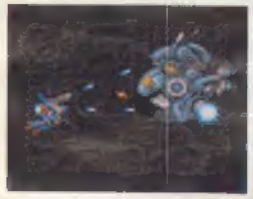
STAGE 3: KALIMOA BASE

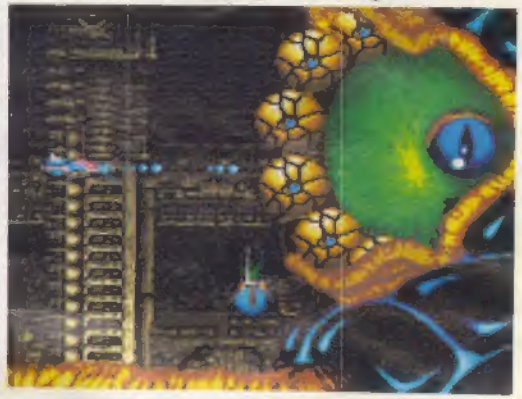
Now that you have reached the enemy base, watch out for laser cannons. To pass the barrier, destroy the pods at either end of it. If you can't do that, pass through slowly.

STAGE 4: SHURICE BASE

Here in the dumping grounds, the fighting gets dirty. Enemy robots will leap up from the surface and attack you with missiles and laser beams. But you must get through.

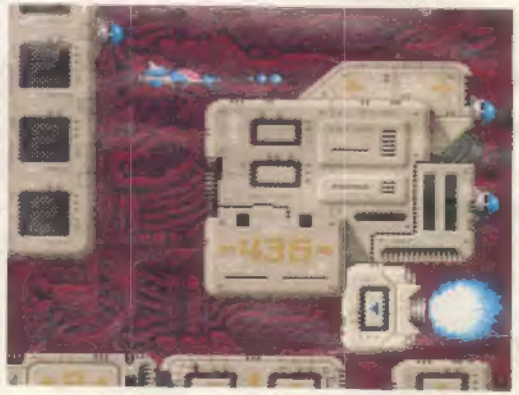






STAGE 5: HEADQUARTERS-AMOS BASE

This stage moves at light-speed while you navigate through winding, narrow passages. If you hit a wall and lower your abilities, leave the Bio-Cyborg and get a new one.

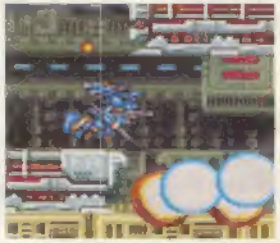


HINTS FOR VICTORY

Winning this game requires you to study strategy and learn your enemy. Below are a few tips that will get you started, after that you're on your own. You should be able to find other helpful tricks as you play.

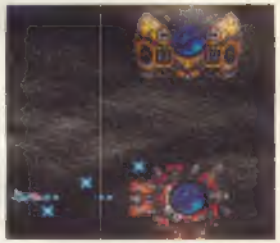
KNOW THE BIO-CYBORGS

Since Freedom Fighters recently learned how to control the enemy, they have a lot to learn. Each of the Bio-Cyborgs has strengths and weaknesses. Use the early stages to practice with them so that you'll know which Cyborg to use in whatever situation may arise.



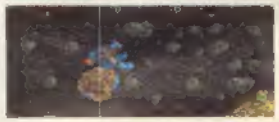
BLUE LENS

The bosses at the end of each stage are large and very unfriendly. They seem invincible, but each one has a weak spot. Find the blue, lens-shaped mark on their bodies. This is where you should aim your fiercest attack. If you do, victory will soon follow.



MAGIC OF OVERLAP

Some of the Bio-Cyborgs are huge and you'll find yourself running into walls and things. Don't worry, though. When you just hit the legs and edges of a Cyborg, no damage occurs. Work at finding what your limits are so you can maneuver quickly in later stages.



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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the SNES with respect to the receiver
- Move the SNES away from the receiver
- Plug the SNES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following document prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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